

Nintendo®

ADVENTURE BOOKS

FEATURING THE LEGEND OF ZELDA®

THE SHADOW PRINCE



Mob of Monsters

"I ve got to find out what Charles of Moria is really up to. There's no time for detours," Link says, and spurs Cloud into the Midoro Swamp.

He gallops down a murky trail. Tall, gnarled trees grow on either side. Long vines hang down and whip across his face. The only sound is the drumming of Cloud's hoofs.

"No moblin here," Link thinks.

Crack! Smash!

A giant tree falls in front of the path. Cloud skids to a halt, just as Link sees the flash of red moblin eyes in the forest. In seconds, he is surrounded by a pack of the hideous beasts. Their wet tongues hang out of their mouths.

"Yum!" growls the biggest moblin.

Uh-oh! How will Link escape from the mob of moblin? It's up to you to make the decisions that will get him through this adventure!

Dear Game Player:

You are about to guide me through a great adventure. As you read this book, you will help me decide where to go and what to do. Whether I succeed or fail is up to you.

At the end of every chapter, you will make choices that determine what happens next. Special puzzles will help you decide what I should do—if you can solve them. The chapters in this book are in a special order. Sometimes you must go backward to go forward, if you know what I mean.

Along the way, you'll find many different items to help me with my quest. When you read that I have found something, such as a clock, you'll see a box like the one below:

***** Link now has the clock.*****

Turn to page 14.

Use page 121 to keep track of the items you collect and to keep score.

Good luck!

*Your fellow Triforce Protector,
Link*



Deep in the Hyrulian forest, a moblin slithers stealthily through the trees to a small clearing. "They're on their way, Boss," the squat, bulldog-faced ogre hisses.

A larger moblin—the leader of this band of the evil wizard Ganon's minions—wipes a warm splotch of ooze from his chest. "Are you sure it's Link and Princess Zelda?"

The scout nods. "Hunting," he says, showing yellow fangs in a grin. "Heh, heh!"

"Shut up." The moblin chief cuffs the scout in the head. "They're coming, partners in slime!" he calls, lurching to his feet. "Hop to it! If we let down our leader Ganon, you can be sure he'll 'let down' our heads!"

The wood comes alive with the grunts of moblin. Tiny eyes gleam and dog mouths drool as the hideous horde prepares for battle.

"Okay, let's go!" the chief commands. "And remember—"

"Take no prisoners!" shouts one of the troops.

The moblin boss scowls. "That's *take* prisoners, idiot!" he yells.

They clatter into the dark wood. Birds caw, wild animals growl. After a short walk the chief raises his hand. His troops come to an abrupt halt. Utter silence falls—moblin can be very quiet when they want to be.

Walking through a clearing, a bow and arrow slung over her shoulder, is Princess Zelda, the young heir to the throne of Hyrule. Her long, blond hair shines in a stray shaft of light. Two steps behind is Zelda's best friend, Link. Though he isn't even twenty yet, Link is already known as the greatest warrior in all of Hyrule.

"Did you hear something?" Zelda asks, stopping suddenly.

"Hear something?" Link replies.

Zelda scowls. "Do you have to repeat everything I say?"

"Repeat everything you say?" Link grins.

"I'm not in the mood for jokes, Link. I have a strange feeling Ganon and his forces might be lurking around here."

"Ohhh," Link cries. "'Lurking'—pretty big word, Zel. Been hitting the books again?"

Before Zelda can think up a good retort, there is a grunt, then the rasping voice of the moblin boss: "Get them!"

Princess Zelda's eyes go wide. From all sides, a green mob pours out of the woods, waving spears and screaming war cries.

"See?" Zelda cries. "Moblin!"

"Okay, maybe you're right," Link says.

Zelda and Link jump behind a rock. Zelda draws her bow and arrows and begins firing, while Link uses his trusty sword to keep away any monsters that try to sneak up behind them.

Swish! "One down!" Link shouts.

Whizz . . . *Thunk!*

"Arragh!" A moblin hits the dirt.

"Two," calls Zelda.

"Nice shot, Zel," Link cries.

Zelda smiles, aims and fires again.

Bullseye! Another moblin falls. And another, to the bite of Link's blade.

But the enemy keeps coming. Soon Zelda has only three arrows left, and Link's sword arm is getting very tired.

Zing! Thwack! Swish!

Another hit, but now Zelda has only two more arrows. Then one . . . then none.

Link glances around. A cluster of boulders behind them blocks any chance of escape. Moblin are on all sides, close enough to smell. Suddenly, a large rock flies through the air.

"Duck!" Link cries.

Too late. The rock glances her head and Zelda falls down, stunned.

"You dirty rats!" Link cries, racing out from his hiding place. "I'll—ugh!"

Link trips and tumbles to the ground. When he looks up, he's staring into the beady eyes of a moblin. The dog-faced creature pants eagerly as he moves in for the kill.

But then Link hears drumming hoofbeats on the forest floor, followed by a man's voice: "Move aside, mutts, or taste steel!"

*****Link and Zelda get 200 points for destroying the moblin.*****

Turn to page 114.



"Our latest reports are alarming," the king says gravely. "Very alarming indeed."

The council is being held in a small stone-walled chamber. Link, Zelda and Charles sit with Hyrule's best warriors and advisers around a large oak table. The king paces back and forth, stroking his beard.

"People all over Hyrule have been reporting strange things. You've heard about the Darknut our friend Charles defeated in the forest near here," the king says.

Link scowls, remembering how he missed out on that fight.

"It's not the only sighting of Darknuts in strange places," the king continues. He pulls out a large map of Hyrule. "Word came last night that an entire gang of Darknuts were spotted in the Jungle of Favors. And a scout from Ruberry tells me a thunderstorm last week produced a hail of Goriyas!"

"Goriyas? From the sky?" Murmurs of disbelief run up and down the council table.

The king nods. "It seems that Ganon's power is growing stronger."

Charles looks concerned. "What do you think he wants?" he asks.

Link rolls his eyes. Can Charles truly be so ignorant he doesn't know what Ganon is after? Or is he just playing dumb?

The king places both palms on the oak table and looks slowly around the room. "I believe Ganon is after our Triforce of Wisdom again. It's in danger here. We must move it."

"Move it where?" Zelda asks, puzzled.

"To the Fifth Castle of Ancient Hyrule. Here is North Castle," says the king, pointing to a dot near the center of the map.

"And the Fifth Castle?" Charles asks.

The king places his finger in the lower right corner of the map. "Here."

Charles whistles. "That's quite a distance. What's in between?"

"Deserts, rivers, swamps—some of the most treacherous terrain in the land. But it must be done. Ganon and his forces will never get our Triforce there. Never."

"Who'll take it there?" Zelda asks.

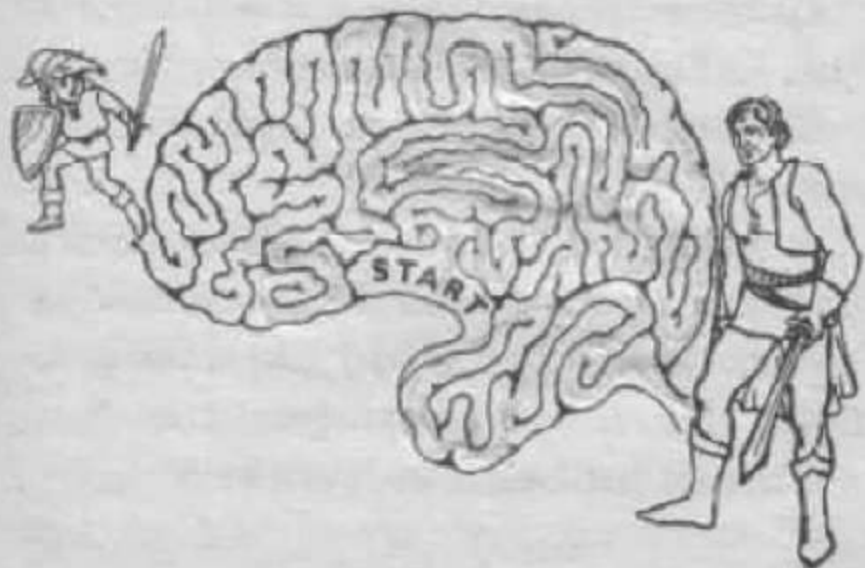
Link sits up straight in his chair, blushing modestly. He's sure it will be him.

But the king clears his throat. "Well, two heroes come to mind. Link and Charles."

Even though Impa said it might come to this, Link is very hurt. Clenching his fists, he waits anxiously for the king's decision.

**Solve this puzzle to see who the king
will choose:**

- There's only one correct solution to this maze. Find the way through the maze and learn who the king's champion will be.



Turn to page 102.



"I am looking for something," Link tells the man with the mustache. "Let's go."

The crowd cheers. The man leads Link to the meeting hall, a sturdy marble building.

"After you!" the man says cheerfully, holding the door open for Link.

"Why, thanks," Link says.

Bang!

Link wheels around as the door slams behind him. He tugs on the knob. Locked!

"Ganon will be glad to hear about this!" the man yells through the door.

Suddenly the walls begin moving toward Link with a grinding noise. Desperate, he looks around. There's no way out! The walls move faster. Link rattles the door in vain.

"I'm done for!" he thinks. "Done for!"

GAME OVER!



Link is in an agony of doubt. What if the glass in his hand isn't really the Mirror of Truth? How can he be sure? If he points it at Charles and nothing happens, who knows what the king's punishment will be? And besides, how can he bear to have Zelda and his other friends laugh at him?

Then, before he knows what's happening, Charles is at his side. The Morian knight knocks the mirror out of his hands.

Kuh-rash! The mirror shatters against the floor.

"No!" Link shouts.

Thick blue smoke fills the room. The king, Link, Zelda and all the counsellors begin to cough and fall to the ground.

"Goodbye!" Charles calls, heading for the door. "And don't worry about your precious Triforce. It'll be in fine hands—with Ganon! Hah, hah, hah!"

Link struggles to get to his feet, but the poisonous blue fumes make him too weak to stand.

"Link," the king cries as he passes out. "You were right, and we were all wrong. Now Hyrule is lost forever!"

GAME OVER!





Charles pulls out a long, silver sword.

"Relax!" he cries to Zelda. "My great grandfather used this sword during the Grindle-Morian Civil War!"

Zelda sits tight. Link starts to pull his sword from the sheath, but it seems to be caught on something.

Just then, the Darknut swings his sword around his head wildly. Then he thunders forward, waving his shield.

But Charles is too quick for him. He plants his feet and strikes forward. The Darknut blocks the blow.

"Come on, sword," Link mutters, grunting as he tries to unsheath his sword. But it won't budge.

The Darknut lunges again. At the last second, Charles dives out of the way and then plants the point of his sword in his enemy's back. The Darknut shrieks and crashes to the

forest floor. The sword, caught underneath his massive body, sinks into the ground.

R-R-R-UMMMMBLE!

The earth around Link's feet shakes. Oh, no! Charles's sword must have sliced into the roots of a quaker tree!

The next thing Link knows, he, Zelda and Charles have dropped twenty feet into an underground tunnel. In the feeble light Link sees four passageways heading off in opposite directions. He knows they haven't much time. These mazes are haunted by Stalfos, horrible skeleton demons. They need to find the way out, and fast!

As he looks around, Link spots something. Dug deep into the tunnel floor is a flat rock. A corner of a yellowed piece of paper sticks out from under it.

Link grabs it. "Aha!" he crows.

"What is it?" Charles asks.

"A map," Link replies. "It should tell us the way out of here—that is, if it's not a fake. There are lots of fake maps floating around these days."

Solve this puzzle to see what happens next:

- Here's the map that Link found in the maze. There are many paths to choose from, but it's

hard to tell if any of them really lead outside. Can you find a safe path and help Link, Zelda and Charles escape from the Stalfos? Or is the map a fake?



If you think the map is real, turn to page 46.
If you think the map is a fake, turn to page 80.



"I'll give you proof!" Link cries. He pulls a small wooden mirror out of his pocket. Murmurs fill the room. Charles narrows his eyes and takes a step back.

"What's that?" Zelda asks.

"The Mirror of Truth," Link says.

Zelda frowns. "Are you sure?" she says, walking to Link's side. "I thought the Mirror of Truth was much bigger."

"If it's the Mirror of Truth, use it," the king says. "But let me warn you, Link. If this mirror doesn't show something important, I'm going to be very angry with you!"

Link hesitates for a moment, suddenly unsure. What if he's wrong about the mirror?

**If you think Link should wait to use the mirror,
turn to page 9.**

**If you think Link should use the mirror
immediately, turn to page 64.**



Link pats his pockets. "Nothing there," he mutters.

The big moblin lurches closer. "Looking for something?"

"Flea spray!" Link says defiantly.

At that, the moblin rush at him. Link sees one chance, a low-hanging branch. If he can only grab it, and swing over to the other side of the pack...

There's not a moment to lose. A moblin is grabbing at his foot. Link reaches up. But the branch snaps off under his weight and Link crashes to the forest floor, smack in the middle of the horde of moblin.

"Well, well," the big one says, lapping his tongue hungrily over his lips. "Look who dropped in for dinner."

GAME OVER!



"I can't wait to see what they say back at the palace," Link thinks as he approaches North Castle.

But when he gets there, the fortress is completely dark. Bearing the Triforce, he crosses the bridge over the moat.

"Hello," he calls out. "Anybody home?"

His voice echoes as he walks into the throne room. It's dark and silent.

Confused and a little annoyed, he checks the library. Empty.

Behind him, he hears a scraping noise. He spins around. He's almost sure it came from the banquet hall.

Link strides over and flings the door open, his hand on his sword.

"Surprise!" a hundred people shout out.

"Come in, my boy," the king says, beckoning from the middle of the room.

Link walks in to the wonderful sound of a

standing ovation. He places the Triforce on the table before the king.

"Link, once again, you've saved our land from evil Ganon. Thank you, thank you!"

Link meets the king's bright eyes. "It was nothing," he mumbles modestly.

"Nothing!" exclaims the king. He laughs heartily.

Everyone cheers loudly. Impa pinches Link's cheek. "I'm proud of you!" she tells him.

"I couldn't have done it without you," Link says sincerely.

Finally, Zelda approaches. "Oh, Link!" she says. Her cheeks are red with embarrassment. "I can't believe I was such an idiot."

Link grins. "Maybe now you'll better appreciate the talent here at home."

Zelda looks confused. "Talent?" she says. "Where?" Then she grins and they both burst out laughing.

The king throws an arm around Link's shoulders and cries, "It's time to celebrate!"

*****Link gets 100 points for returning the Triforce safely.*****

GAME OVER. YOU WIN!



Quick as a flash, Link dashes down the hill, scurries up into the tree and lies quietly on a branch. Charles walks right under the tree and looks around. But the wood is quiet. Far in the distance, a bird caws.

Charles takes a final look around. Then, satisfied that he is alone, he turns back to his rock.

*****Link gets 100 points for not being seen.*****

Turn to page 44.





"Charles, the Champion of Hyrule?" Link shoves his hands dejectedly into his pockets. Then, feeling something round under his right hand, he says, "Wait! I just remembered I had this." He pulls out the golden compass that fell from Charles's belt.

"Where did you get that?" Impa asks.

Link tells her. "I forgot to give it back to Charles. Now I'm wondering if it will tell us anything about him."

Impa studies the compass, twirling it in her gnarled fingers. "The letters on the face don't make sense," she murmurs. "Most compasses have an N for North, an S for South, and so on. But this one has G's and A's and H's." She turns the compass over. "There are directions written on the back! Let's follow them and see what we get."

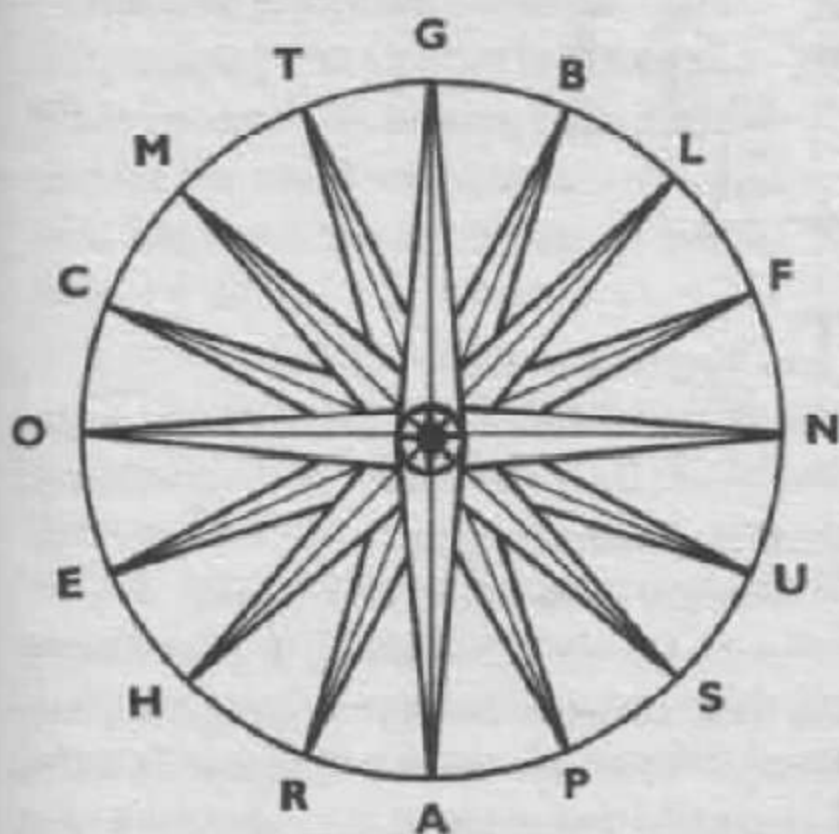
As Impa reads off the directions, Link writes down each letter on the compass that the directions lead to. When they finish, both he and

Impa stare in astonishment at the message they've just decoded.

Just then, trumpets blare. "The council is starting," Impa says. "Go. Don't do anything foolish—we don't know enough about Charles yet. But be on your guard!"

**Solve this puzzle to see the message
of the compass:**

- Look at the compass below. Use a ruler to follow the directions, and write down the letters that you come to as you go.
- March north, then south. Gather your strength and turn east, then go west to the sunset, then return east.
- Sail southeast, into the wind. Change your course to southwest. Then head due south. The wind will carry you northeast into a calm, and then northeast again.
- Fly with the wind south-southwest until a gale blows you east-southeast. Then soar northeast and finally west-southwest to your journey's end.



Turn to page 5.



The king congratulates Charles.

"I do my humble best," Charles says, gazing deeply into the king's eyes. "In the tradition of the great Morian Knights."

"This guy is too much," Link thinks.

As the Hyrule court lines up to greet Charles the king turns to Zelda, stroking his white beard. "Your new friend, Charles, is a fine young man. I was thinking . . . would it be premature to show him the Triforce?"

Zelda looks startled. "Well, I—"

"I know it's an honor usually saved for proven friends of Hyrule," the king cuts in. He looks at Charles twirling a baby in the air. "But Charles is surely our dear friend, even though we do not yet know him well."

"But our enemy Ganon already has the Triforce of Power," Zelda says. "If we lose our Triforce of Wisdom, Ganon would be that much closer to ruling us all."

The king is shocked. "Surely," he says, "you don't suggest that Charles is linked to Ganon? What an idea!" He beckons to Sir Charles. "To cement the new bond between our kingdoms, we'd like you to see something we call the Triforce of Wisdom."

"Father . . ." Zelda begins.

Sir Charles looks into Zelda's eyes, then bows to the king. "I'm honored. I'd very much like to see your Triforce."

Link, who's nearby listening, turns to Impa in outrage. "The Triforce!" he blurts.

Impa grabs his arm. "If you act rashly, you might ruin your own cause. Here." She presses a crumpled piece of paper into his hand. "Let this guide your actions."

Link stares at the one-word message on the paper. It's written in an ancient Hyrulian number-letter code. "What does it say?" he asks Impa.

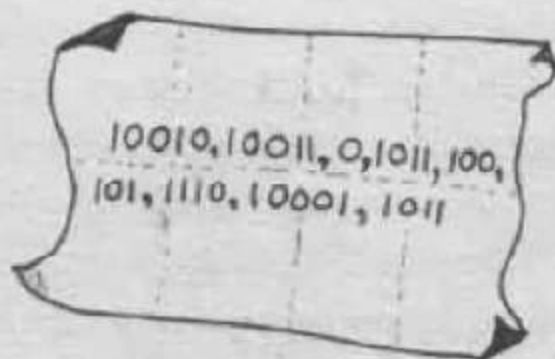
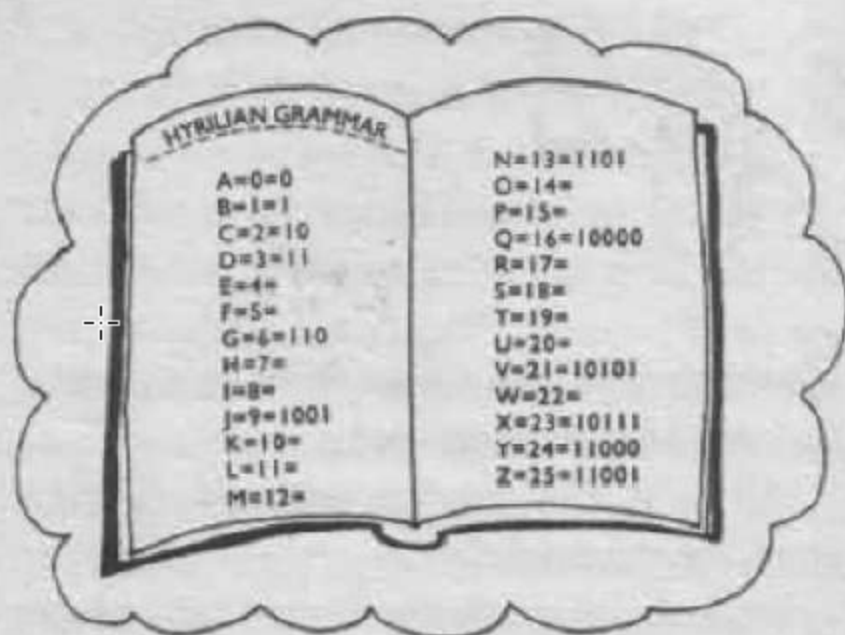
She shrugs. "I don't know. I never could read that code stuff. But I have a feeling it's good advice."

"If only I'd spent more time in code class," Link laments. "I hope I can translate this correctly. Here goes."

**Solve this puzzle to see what advice
the piece of paper holds for Link:**

• In the ancient Hyrulian number-letter code, each letter of the alphabet has a number that matches it. A=0, B=1, and so forth. But in old Hyrule, the number system was in base 2! That means the numbers in the message are the base 2 numbers that match the Hyrulian alphabet. Below are the translation rules that Link remembers. Fill in the missing letters and decode the message.





**If you think the message tells Link to act forth-
with, turn to page 86.**

**If you think the message tells Link to forestall
acting, turn to page 110.**



Sword drawn, Link swings down from the tree. He lands hard on the ground.

"All right, Charles, you miserable Morian! Stop your evil magic!"

Suddenly the woods are silent. Charles turns around. "Link?" he asks. "Is that you?"

"Yes! Get down off that rock and fight!"

"What for?" Charles says, approaching him with a smile.

"What for?" Link sputters. "I saw you summon all those demons to these woods. Come on, what did you do with them?"

"Demons?" Charles says. He snickers. "You're dreaming, boy. There are no demons."

Link pauses. The woods are entirely still.

"Now." Charles puts an arm around Link's shoulder and gazes into Link's eyes. In the dark Link can't see his expression very well. "Stop acting like I'm your enemy. You've got me all wrong. I want to be your friend."

"You do, huh?" Link is feeling confused.

"Right." Charles reaches into his vest and pulls out a ring set with a curious blue stone. "Take this as a token of friendship. It's an ancient Morian custom to exchange gifts. Do you have something to give me?"

Link scratches his head, then remembers the golden whistle Impa gave him. He pulls it out and hands it to Charles. "Here."

"Thanks, Link," says Charles, smiling. "Now let's head back to the palace together. I'm through here anyway."

"Uh—okay," Link agrees. He's still suspicious of Charles, but he's also overwhelmed by a sudden urge to sleep.

*****Link now has the blue ring, but he no longer has the golden whistle.*****

Turn to page 104.





The cell door slams behind Link. He checks his pockets, and finds nothing but two rubies and a toothpick. "Means to get out? What was Impa talking about?" he says.

The cell is bare, the walls cold stone. Link gazes out the lone window. In the distance he can see Charles riding away.

But then Link's heart jumps. He squints. Have his eyes gone bad?

Just as Charles is disappearing into the woods, his horse turns into a giant, winged lizard! Then Charles turns around in the saddle. Even at this distance, Link can see his skull-like face and burning white eyes. A chilling laugh rings through the air.

Link slumps down on the bed. "Oh, no! Charles is Ganon himself!" he moans. "And he's gotten away with the Triforce!"

GAME OVER!



Link gazes at the gnarled apple tree. His mouth waters as he sees its ripe fruit. "What I'm really looking for right now is something to eat," he mutters.

But then, looking at the moat of bubbling slime that surrounds the tree, he reconsiders. "That thing looks like it's meant to keep people out. I've heard of bad things happening to people who eat apples from strange trees," he says. "Anyway, Saria Town is starting to give me the creeps. I don't think I'm going to get what I'm after here."

With a polite thanks to his would-be helper, Link rides back out through the great gate. It clangs shut behind him.

As he rides, Link notices that his pockets feel lighter and flatter than they did this morning. He knows he left North Castle with a plentiful supply of rubies—he never leaves home without them.

Frowning, Link reaches a hand, first into his right pocket, then into his left. Empty.

"No wonder I didn't like Saria Town," he fumes. "I've been robbed!"

*****If Link had any objects in his pockets, they're gone, and he loses 100 points to the pickpocket.*****

Turn to page 104.





"Link." Zelda pulls him aside. "Why are you acting so strange? Don't you like Charles? He's proved he's our friend."

Link hangs his head. Is envy getting the better of him? So what if Charles thinks he's just a kid? The guy did save their lives. It would be rude to tell him to buzz off. Besides, Zelda is in no shape to make the long walk back to North Castle.

Smiling, Link holds out his hand to Charles. "We appreciate your help."

Charles lifts Zelda and places her in the saddle. Then he swings up behind her. Gazing down at Link, he says brightly, "Sorry there isn't room for three! I hope you won't have trouble keeping up."

Link grits his teeth. "Don't worry about me. I can keep up just fine!"

Zelda and Charles start cantering through the forest toward North Castle. Link runs along

beside them, trying not to let Charles see that he's getting out of breath.

The forest is thick and dark and filled with strange noises. After a while Charles stops his horse, climbs down and listens with an ear against the ground.

"I can't be too careful," Charles says. "If anything happened to me, Moria would lose one of its greatest kings!"

"Modest, aren't you?" Link mutters.

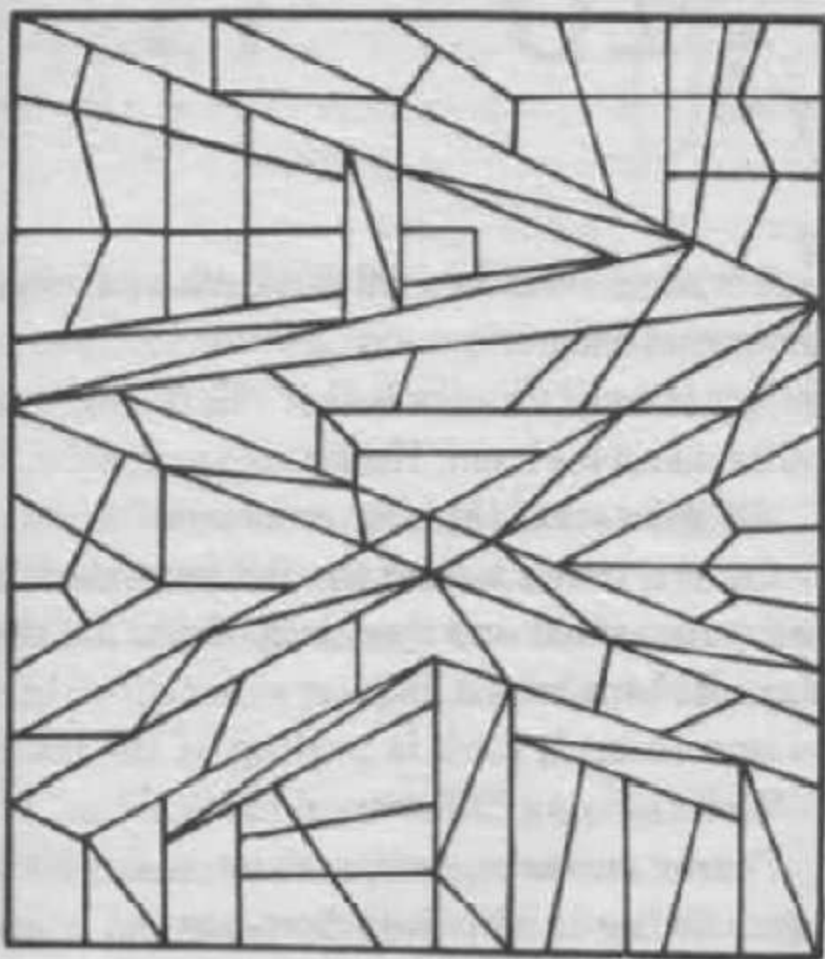
All at once there is an enormous rumble. In a flash, a Darknut—a huge warrior wearing heavy red armor—charges at Charles, swinging a sword. Link tries to shout a warning, but he's too short of breath.

"Charles!" yells Zelda. "Look out!"

Charles smiles confidently as he faces the enemy. He has two weapons to choose from: his sword or his battle-axe.

**Solve this puzzle to see which weapon
Charles should use:**

• Shade in all the triangles in the drawing below to reveal the weapon that will ensure a complete escape from the Darknut's powers.



**If you think Charles should use his axe,
turn to page 66.**

**If you think Charles should use his sword,
turn to page 11.**



Link takes a step forward, but Zelda's pale face makes him stop.

"All of you," Charles barks. "Gather on the other side of the room. Hurry!"

"Do as he says," the king commands.

Charles inches toward the Triforce, snatches it from its stand and then drags Zelda out the door. It slams behind him.

In a second, Link is pulling at the door. "Charles locked it!" he cries.

Four of the strongest Hyrulian warriors hit it again and again with their shoulders.

"Hurry!" Link cries.

Crash! The door falls on the tenth try. Zelda is in a heap on the floor outside.

"He's going out the castle gate with the Triforce!" she says. "Hurry!"

Turn to page 99.



Link doesn't give up yet. "I have one more card to play," he thinks. Triumphantlly he reaches into his pocket and pulls out the blue ring Charles gave him.

Charles and the moblin take a step back. "What's that?" Charles asks.

"Don't play dumb, slimeball," Link says. "This is the magic ring you gave me as a token of friendship."

Charles looks nervous. "Did I now?"

"And from the way you're reacting, I'd say its magic must be pretty powerful," Link goes on, walking toward Charles.

"Powerful?" Charles echoes. He puts up a hand to shield himself. "You don't know the half of it!"

Suddenly, thin blue smoke rises from the ring. Link sniffs. Then he starts to choke. He's having trouble focusing. His legs go weak and his palms sweat. Charles smiles.

"Why, Link, my dear friend. You look pale. Do you want to lie down?"

"Over my dead body," Link manages. Then he collapses, sliding into a mud puddle.

Charles nudges Link's floppy body with his toe. "Well put," he says. "Very well put indeed. Hah, hah, hah!"

GAME OVER!





"Just some guy who happened along and took care of our moblin problems," Link says. "Anyway, thanks, Mister."

The man winks. "When you're a man it's clear you won't be needing any help, lad."

"Uh . . . right." Link is growing eager to part company with the irritating stranger. "We'll be seeing you."

Ignoring Link, the man smiles at Zelda. "Charles of Moria, at your service," he says.

"Moria?" Zelda lets Charles help her to her feet. "I've never heard of it."

"Oh, it's far away," Charles says. "I've been travelling for months, doing good deeds as part of Morian custom. When I've done enough I'll go home and become King Charles."

Zelda nods, impressed. "King, eh?"

Link scowls and looks the man over. Clashed around his neck is an ornate gold necklace, with oddly-shaped turquoise stones fitted into the

metal. They look like runes, but of a kind Link has never seen before.

"What do those runes mean?" Link asks.

"Nothing," Charles says. "The necklace is an ancient relic from Moria. It's been passed down in my family for generations."

"Say!" Zelda exclaims. "Why don't you come back to North Castle with Link and me? My father, the king, would love to meet you."

"Zelda," Link warns. "That's—"

Just then, Zelda claps a hand to her head. "I feel . . ." she murmurs. Then she slumps back down to the forest floor.

Link rushes to her side. "Are you okay?"

Zelda nods. "I'm just a little dizzy."

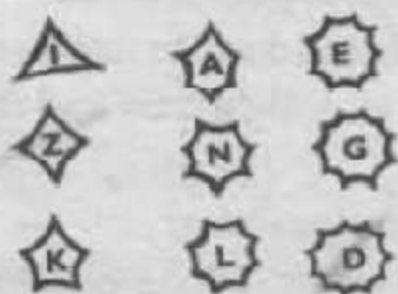
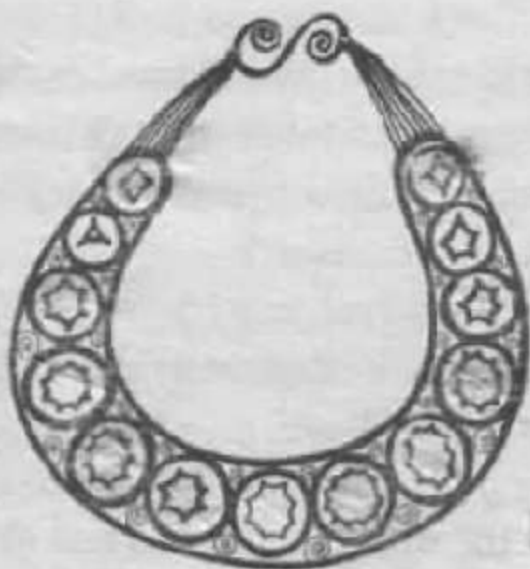
"You can't make the trip to the castle alone," Charles says firmly. "I'll take you."

"You'll take her?" Link says. "Wait a second. I've got to think this through."

Solve this puzzle for a clue about what's coming up:

- If Sir Charles goes to North Castle, he'll make trouble for someone there! Read the runes to find out who that person is.
- Cross out all of the paired runes. Then cross

out the rune with the most sides. Next, decode the remaining runes using the key at the bottom of the page. Then unscramble the letters to learn the name of the person Charles will threaten.



If you think Link should let Charles help him take Zelda to the castle, turn to page 31.

If you think Link should run to the castle for help, turn to page 118.

19

Thinking fast, Link reaches into his shirt and pulls out the golden whistle on its slender chain. The big moblin laughs hysterically. Flecks of drool shoot out of his mouth.

"You expect to beat us with that?" he cries. "You're even stupider than we are!"

Link grins. "We'll see."

Covering his horse's ears with his thick cloak, Link holds the whistle to his lips and blows. A high-pitched whine pierces the air.

The effect on the dog-like moblin is instantaneous. They grab their ears and double over, whimpering.

"Stop! Please!" one cries.

Link blows again. The moblin howl and roll on the forest floor. Link sees something glinting on a skinny beast's belt.

"What's this?" he asks, taking it.

"Magic potion!" the moblin cries. "Take it! But please! Stop with the whistle!"

Link puts the potion in his pocket and gives the whistle one last, fierce toot.

Binkle-link! The force of the blast shatters the golden whistle like glass. Link gazes at the shards in his hands.

"Whoops! I think it's time for a fast exit now," he says. He urges Cloud to a gallop and they race out of the swamp, leaving the howling moblin behind.

*****Link now has the magic potion, but he no longer has the whistle.*****

Turn to page 120.





Rap! Rap! Rap!

Link lifts his head off his pillow. Early sun streams through his curtains.

"Who is it?" he calls.

His door swings open and Impa waddles in. "Get up!" she says. "Big news!"

"What is it?" Link asks, sitting up.

"The king has called a royal council," Impa tells him. "Something to do with Ganon."

"Ganon?" Link cries, jumping out of bed. "Where is he? Let me at him!"

"Easy, now, Link. I didn't say Ganon was here. But I must warn you, Charles is in with the king. If he needs a champion, it's possible he'll pick Charles instead of you."

If Link has the compass, turn to page 19.

**If Link doesn't have the compass,
turn to page 5.**



"I know how to get across!" Link says suddenly. Jumping down from Cloud's back, he quickly arranges the planks in a T-shape across the corner of the moat.

Cloud beats him to the tree and bites off an entire apple in one gulp.

"Hey," Link laughs. "Not bad."

As Link is reaching for his own snack, he sees something shining in a forked branch.

"Hmmm . . ." He reaches up and pulls down a small mirror with a thin wooden frame.

Link grins. "So that's what the old lady meant about clear eyes," he says. "I think this is the Mirror of Truth—it may tell me who Charles of Moria really is!" He leaps onto his horse. "To North Castle—and fast!"

*****Link now has the mirror.*****

Turn to page 104.



Lying flat on his branch, Link watches Charles.

"Creatures of the night," Charles whispers. "My friends . . ."

Link's eyes narrow. Whatever Charles is doing, it isn't an ancient Morian custom.

But the show isn't over. The woods come alive with screeches. Link takes his dagger out in case things get dangerous. He leans forward, straining to hear Charles's words.

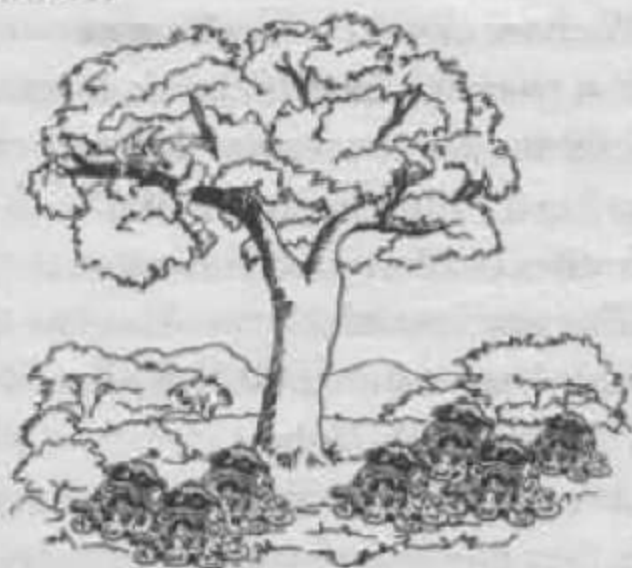
Suddenly Charles cries out in a strange, hideous tongue. Link blinks. Are those shadows moving across the ground? "It's a bunch of bots," Link mutters. "I hate those giant jellyfish."

Link is itching to jump out of the tree and fight Charles. "At least I might be able to stop him from summoning all those horrible creatures," he thinks.

"But then again," he reasons, "If I jump him now, I'll never learn what he's up to."

Solve this puzzle to see what Link should do:

- Link knows that bots always travel in families, with a mother, a father and several baby bots. From his perch in the tree, he can see that there are seven male bots. He can also see that each of the young bot brothers has only one sister.
- Fighting bots is a strange business. The more of them there are, the easier it is to confuse them. Link decides to stay in the tree if there are less than fourteen bots in the clearing, and to fight if there are fourteen or more. How many bots are there?



**If you think Link should wait in the tree,
turn to page 76.**

If you think Link should fight, turn to page 26.



Link hears the howling of Stalfos rushing toward them. He takes a deep breath. "Let's hope this map is real," he says to Zelda and Charles. Quickly, he unfolds it and searches for a route out.

"Hurry, Link!" Zelda says urgently.

"Want me to look?" offers Charles.

Just then the first of the skeletons rattles around the corner, waving a sword in either bony hand. Link jumps up and runs down a dark tunnel in the opposite direction.

"This way!" he calls.

Zelda heaves a rock at the Stalfos. Then she and Charles follow along.

Left, right, then left, then three rights . . . Link sees daylight ahead! In minutes they're back outside. The skeletons stop at the mouth of the tunnel, howling.

"Close call," Charles says.

"Oh, it was no big deal," Link says.

✦

"No big deal? Getting skewered by a skeleton in a maze is no picnic. You could have speeded it up with that map," Zelda says tartly. She jams her hands into her pockets. Then her expression turns even sourer. "My rubies," she grumbles. "I had ten in my pocket when I left home this morning. Now they're gone. I must have lost them while we were running from those monsters. Great!"

"Zelda!" Link protests, but she's already stomping toward the waiting Herald.

As Charles is mounting his horse again, something falls out of his pocket. Link notices and hurries to retrieve the object. It's a small, golden compass with many strange letters etched on its face.

"You dropped—" Link starts to say. But Charles and Zelda are already trotting away.

"Thanks for waiting," Link calls angrily. He puts the compass in his pocket. "I'll give it to him later," he thinks.

*****Link now has the compass, but he and Zelda loose 100 points for dropping the rubies.*****

Turn to page 92.



"I think I already figured that out, Impa," Link tells her. "I know Charles is Ganon. But thanks anyway. Now I'm off to see if I can catch him before it's too late!"

Link races to the stables and saddles his horse as quickly as he can. "Charles is Ganon!" he repeats to himself as he mounts up and takes off into the forest. "I knew it! But did anyone want to listen to me? No! Well, now I guess I've got to take care of things myself!"

Link leans forward in the saddle and squeezes his horse's sides with his knees. She stretches her legs and runs as fast as she can across grassy pastures, down dirt roads, through small towns.

Link follows Charles's tracks to the Midoro Swamp.

"I should've known that slimeball would come this way," he thinks.

Soon Cloud is slogging along in thick, rancid-

smelling black mud up to her knees. But the valiant steed doesn't slow down.

Then Link rounds a wide turn. His heart jumps. "Uh-oh," he says. He wasn't expecting this!

Before him is Charles. Behind the false knight is a line of moblin, wicked-looking spears in their hands, panting hideously.

"Well, well, well," Charles says with a grin. "It's the great warrior Link. So you figured out my little game!"

Link looks to his left, then to his right. Then behind him. He gulps.

He's completely surrounded!

If Link has the blue ring, turn to page 35.

**If Link doesn't have the blue ring,
turn to page 60.**





Link races up the hill and dives behind the boulder.

"Clank! Buuurrrble!"

Link looks around, wondering where that noise came from. Suddenly the night is filled with multiple pairs of glowing red eyes.

"Tektites!" he wails. The metallic, spidery monsters surround him on all sides, their mandibles clacking angrily. He must have dived into a nest of the creatures.

Bravely, Link draws his sword and slices at the bulbous body of one of the beasts. But then strong, jointed legs wrap around him from behind. He's thrown on his back.

"Wouldn't you rather be eating flies?" Link suggests, but the Tektites ignore him. He sees a pair of armored jaws coming at him. Then everything goes black.

GAME OVER!



"Magic potion?" Link thinks. "From the moblin, too . . . Well, it's better than nothing. I'll try it."

He opens the jar and pours its contents into the keyhole of the locked gate, then steps back. "Let's see what happens now," he says. "Probably some moblin trick, but I—"

Pouf!

Link's eyes pop. The gate is wide open! Before him is a town square with a gnarled apple tree right at its center. People rush about, taking care of business. Out of the crowd a mustachioed man struts over.

"There you are!" he says, throwing his arms around Link. "We thought you'd never get here! Hey everybody!" he cries to the crowd. "It's Link! Link is here!"

Suddenly, everyone drops whatever he or she is doing and runs over. In seconds Link is surrounded by a chattering crowd.

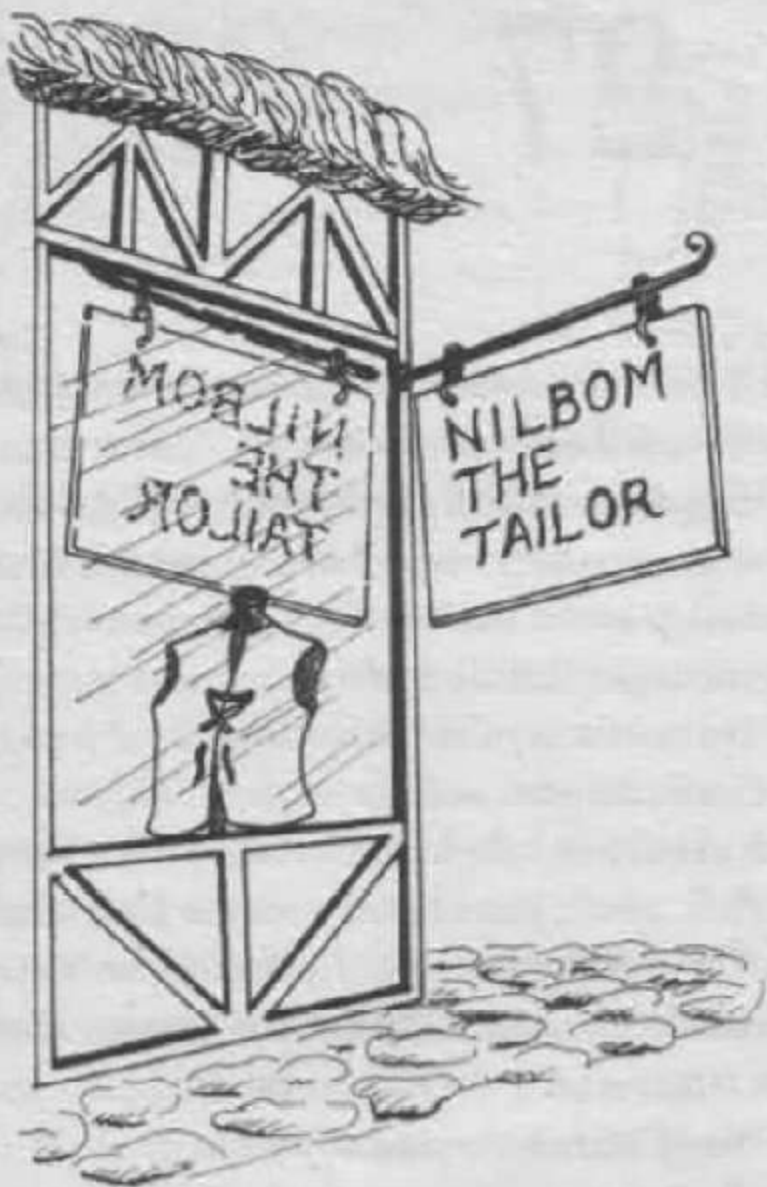
"These people sure treat a guy right," Link says to himself. Then he asks, "Who are you, and how did you know I was coming?"

"I'm Nilbom, the tailor. That's my shop there," the mustachioed man says, pointing to a small shop across the square. "The king sent word you were on your way. You know what? I'm good at guessing things. I bet you're looking for something, right? Well, everyone in Saria finds what he deserves in the town meeting hall! Come on!"

Link is about to follow Nilbom when his eye is caught by something in the tailor's shop window. He stares at it for a moment, then turns back to Nilbom.

Solve this puzzle to find out what Link saw:

- Look carefully at the drawing of Nilbom's window. Hidden in it is a clue as to whether or not Link should trust the tailor.



**If you think Link should follow Nilbom,
turn to page 8.**

**If you think Link shouldn't follow Nilbom,
turn to page 29.**



"No time for detours," Link thinks, and spurs Cloud into the Midoro Swamp.

He gallops down a murky trail. Tall, gnarled trees grow on either side. Long vines hang down and whip across his face. The only sound is the drumming of Cloud's hoofs.

"No moblin here," Link thinks.

Crack! Smash!

A giant tree falls in front of the path. Cloud skids to a halt, just as Link sees the flash of red moblin eyes in the forest. In seconds, he is surrounded by a pack of the hideous beasts. Their wet tongues hang out of their mouths.

"Yum!" growls the biggest moblin.

If Link has the golden whistle, turn to page 40.

**If Link doesn't have the golden whistle,
turn to page 15.**



The cell door bangs behind Link. "What did Impa mean?" he says in bewilderment. Then the light dawns. A broad smile crosses his face as he reaches into his pocket.

When he pulls his hand out, lying in his palm is what appears to be an ordinary clock—gold plated, with black numerals.

But Link now recognizes this clock, and he knows it's anything but ordinary. It can stop time for everyone but its bearer for a short while. If it works the way he hopes it does, Charles will be frozen in time and unable to leave the palace grounds.

"Do your stuff!" Link commands, and pushes the small knob that sticks out from the clock just a shade to the left of the numeral XII.

In a second, the clock starts to whirr softly. The hands turn faster and faster. Finally, a thin line of bright yellow smoke plumes silently from its top. The hands settle down to a steady rhythm.

"It's working," Link says excitedly. He turns to the door and cracks his knuckles. "I hope I can still do this," he says.

Link takes a toothpick from his pocket and goes to work, trying to push the heavy key out of the lock. Minutes go by, and the hands of the clock seem to be moving faster than before. "Open, open," he mutters.

Clunk! The key falls to the stone floor outside. Link slides a piece of paper under the door, trying to catch the key on it. But the big brass key is heavy, and the paper keeps tearing. Link glances again at the clock. He's certain now that the hands are moving faster and faster.

"Come on, key!" he says in anguish.

Then he's got the key onto the sheet of paper. Finally! Link grabs it and fumbles to unlock the door. Both hands of the clock are nearing the XII. Any minute now Link's guards will wake up—and so will Charles!

The door swings open.

Turn to page 99.



Carefully, Link places the key in the slot in the gate and turns it twice around.

Creeeaaak . . . The gate swings open. Link blinks. He is in a busy town square! People bustle by without looking at him. Then a hunched old woman waddles toward him. A draped shawl hides her face.

"Might you be Link?" she rasps.

"That depends," Link says. "Might you be a friend of Impa of North Castle?"

"I might, Link, I might," the woman croaks. She looks up. Link has never seen a face so wrinkled. But her eyes are clear as glass. Link can't quite believe them.

"What strange eyes you have!" he says.

The woman smiles, revealing one chipped tooth. "You're an observant youngster!" she says. "I'm going to give you some advice, clever lad." She points to a gnarled tree in the middle of the square. "See that apple tree? If you can

get to it, its fruit will make your eyes as clear as mine."

Link rides closer to the tree. It's on a small plot of land surrounded by a wide, square moat. Link gazes into the moat. It's full of bubbling green slime, and a nauseating odor rises from it. A sign in front of it says WISEAPPLE FARM. ENTER AT YOUR OWN RISK.

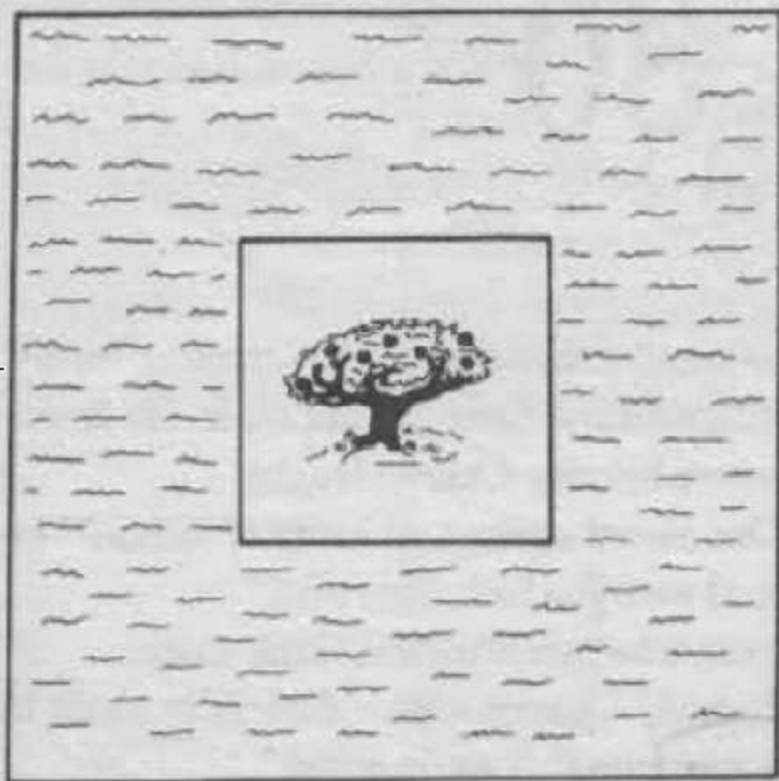
"What do you think, Cloud?" Link says to his horse. "Can we make it over there? Is it worth the risk to try?"

Cloud neighs and paws the ground with her hoof. Looking down, Link sees that she's found two long, thick planks.

"Neither of those is long enough to reach across the moat," he says. "And there's no way to join them together." He frowns, thinking hard. "I wonder if there's another way to use them to get across."

**Solve this puzzle to help Link decide
what to do next:**

- Study the drawing below to see what Link's choices are. Can you find a way to use the planks to get across the moat?



**If you think Link can get across the moat,
turn to page 43.**

**If you think Link can't get across the moat,
turn to page 29.**



The moblin waste no time. Drooling madly, they tighten the circle around Link. He draws his sword bravely. Charles laughs.

"One sword against an army of moblin?" he says. "I wish you luck, little man."

"I can take care of myself," Link snaps.

"Indeed," Charles says. "And we're about to take good care that you're killed."

The moblin draw nearer. Cloud takes an uneasy step back. Link glances around. But there is no escape. He must live or die by his sword.

Suddenly his eyes fall on Charles's ornate necklace—the necklace he claimed was a gift from his great aunt.

"I've always suspected that necklace has some sort of magic power," he says to himself. "Maybe I should go after it and try to unleash its power."

"But then again," he continues, frowning, "if Ganon's wearing it, it's got to be evil. If I mess

around with black magic, I might just make my life even harder than it is now."

**If you think Link should fight by sword,
turn to page 90.**

**If you think Link should go for the necklace,
turn to page 96.**





Link looks around the room. All eyes are focused on him. He meets the king's gaze.

"Well, I have no concrete—"

"Just as I suspected!" the king bellows. "Link, I've heard enough. Your petty envy has become more than a nuisance. It's time you were taught some manners. I hereby banish you to the Tower for three days, effective immediately!"

Link slumps back into his chair in abject despair until two guards come into the council room and lead him away. As he leaves, he sees a triumphant smirk on Charles's handsome lips.

The Tower is in the most remote part of North Castle, up a long, narrow, spiral staircase. One guard ahead, one behind, Link walks up those winding stairs.

"Link! Master Link!" Impa runs toward him.

"Keep your distance, ma'am," a guard says. "We've got strict orders that Link may touch no man!"

"Oh, fiddlesticks!" Impa exclaims, waving her arms. "I'm not a man. And I refuse to let you lock up my friend Link without a good-bye hug. That's the least you could grant an old woman."

Impa drapes her arms around him.

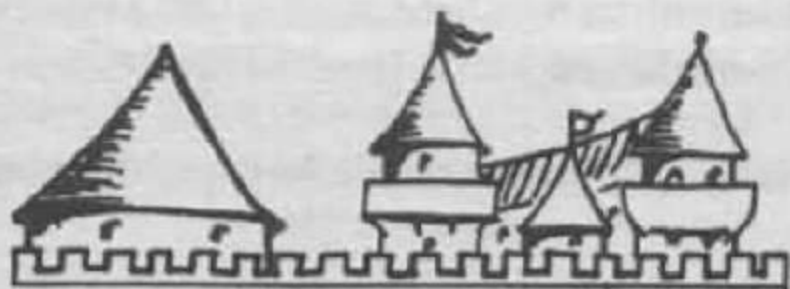
✦ "Remember, you have the means to get out," she whispers. "It's—"

"All right!" the second guard says irritably. "That's enough of that. Come on, Link. Let's go. To the cell with you!"

If Link has the clock and you think he should use it, turn to page 55.

If Link has the golden whistle and you think he should use it, turn to page 108.

If Link has neither the clock nor the golden whistle, or you don't think he should use them, turn to page 28.





"I have to take the chance," Link says bravely. He holds the mirror up to Charles.

"Aauugh!" cries the Morian knight, trying in vain to shield his eyes.

Zelda sees the reflection first. Instead of Charles's face, a horrible, hooded, skull-like mask with burning white eyes fills the mirror.

"It's Ganon himself!" Zelda cries.

In a flash, Charles grabs her and holds a dagger to her throat. "Stay back!" he cries. "Or say bye-bye to your princess. Yes! Your mirror is correct. I am Ganon!"

Link reaches for his sword.

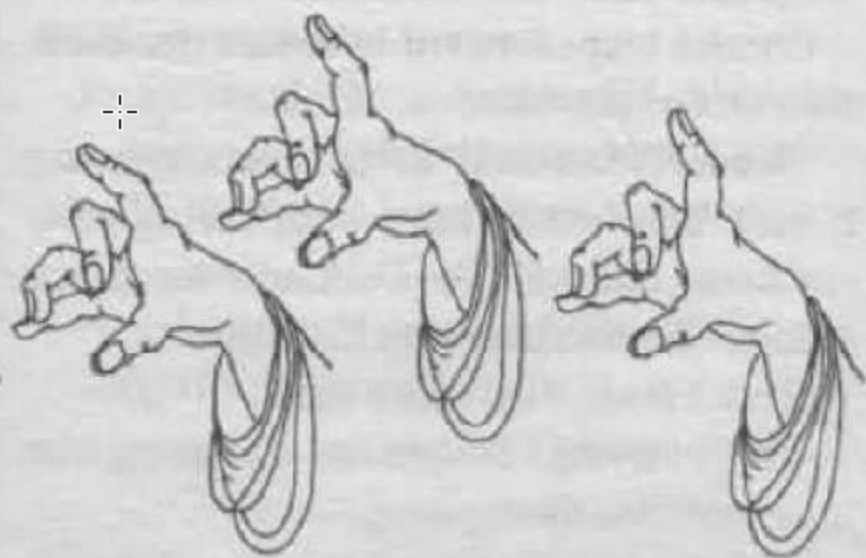
"No, Link!" cries the king.

Link wavers. The king makes three quick gestures with his right hand, sending Link a signal in the sign language of the Hyrulian Royal Guard.

Solve this puzzle to see what message the king sent to Link:

- The gesture the king made means "attack." In the sign language of Hyrule's Royal Guard, if the attack signal is given three times in a row, the command is to attack. But if one signal is slightly different from the other two, the message means, "Don't attack."

- Study the drawing of the three signals. Are they all identical? If so, then Link should attack. But if any one is different from the others, Link should hold his hand.



If you think Link should attack, turn to page 71.

**If you think Link should hold off,
turn to page 34.**



As the Darknut rages before him, Charles pulls out his battle-axe.

Gasping and wheezing from the run, Link tries to draw his sword. It won't come out of its sheath! "Am I that weak?" he wonders, mortified.

Charles leaps forward to deflect the Darknut's first mighty blow.

"Beautiful footwork!" Zelda shouts from atop Herald. The Darknut hisses with frustration.

Charles charges. The Darknut swerves and deflects Charles's blow with his shield.

"Link!" Zelda cries. "Help him!"

"I'm . . . trying," Link pants, struggling with his sword. But it's stuck.

Again Charles rushes at the Darknut, swinging his axe. The Darknut bats him away.

"Fine! I'll help him myself," Zelda fumes. She jumps off Herald and takes out a dagger. While Charles pushes the Darknut toward the woods, Zelda circles behind him.

Charles lunges forward again. The Darknut deflects the blow and rocks with a hollow, inhuman laugh. But then his tall, armored body stiffens. He clutches his back and falls, bewildered, to the earth.

Zelda appears out of the bushes, holding the dagger. "I just thought I'd pitch in."

"Good work!" Charles cries.

Zelda glances at Link. "Thanks a lot for helping," she says in a chilly voice.

"My sword was stuck!" Link protests, but Zelda turns up her nose at him.

Link kicks the ground miserably. As he does he sees something glimmer from the sheaf of the dead Darknut. He bends down and retrieves a red arrow.

"Why're you taking that?" Zelda asks.

"Darknut arrows are often magic," Link replies, putting it in his sheaf. "Come on!"

*****Link now has the red darknut arrow.*****

Turn to page 92.





During dinner, Charles regales the king and his guests with tales of his travels.

"And then there was the time I slew twenty octoroks with one swing of my axe."

"Very impressive," the king comments.

"Isn't he great?" Zelda puts in.

Link scowls. "What's so great about that?" he thinks. "Octoroks are easy prey."

When the meal is over, Link has an idea. He says to the king, "It's been a while since we've had an indoor archery match."

The king scratches his beard. "You're right, Link. How about it, Charles?"

Quickly, the targets are set up at the opposite end of the long hall. Link smiles.

"I can't wait to show this guy a thing or two," he thinks. "His bragging is gross."

Turn to page 82.



"Better safe than sorry," Link decides. He spurs Cloud toward Ruto Town.

The ride is long but easy. After a few hours Link spots the gates of Ruto in the distance. He urges Cloud along the road.

"Hello, there, young fella!"

An old man with a long cane suddenly appears in the road in front of them. Cloud rears and stops.

"Who are you?" Link demands.

"Just a humble townsman," the man says. "And a friend to you."

Link wrinkles his brow. "A friend?"

The man shuffles forward, waving his cane. "That's right, young fella!" He smiles, showing a row of crooked, yellow teeth. Then he reaches into his cloak and pulls out something that glimmers like gold.

"What's that?" Link asks.

The man places it in Link's hand. "A key!" he

says with a wink. "A key, that's what she is! Listen, take my advice and don't go through Ruto on your way to Saria. Terrible traffic jam in there."

Before Link can ask any more questions, the man turns and disappears into the tall grass by the roadside. Link inspects the key, wondering if it's safe to take.

"How did that old man know I was going to Saria? I hope he's one of Impa's friends," Link says, tucking the key into his pocket. "Keys often come in handy. But if the man is one of Ganon's agents, I could be making a big mistake."

"Anyway," he concludes, "I will take the fellow's advice and avoid Ruto. I can't afford to get stuck in traffic right now."

Clucking to his horse, Link rides on.

*****Link now has the key, and he gets 100 points for avoiding the traffic in Ruto.*****

Turn to page 120.



Link pulls away from the king. Charles pushes Zelda away and draws his sword.

"I should have done this a long time ago!" Link cries and lunges with his sword.

Charles deflects the blow. "You'll have to do better than that, kid," he laughs.

"How about this?" Link cries, whirling around and striking at Charles's body.

But Charles takes a step back and sticks out his leg. The next thing he knows, Link is sprawling across the conference room table. "Link!" Zelda cries.

But it is too late. Before any of the Hyrulians can help, Charles is leaning over Link, clutching Link's face in his powerful hands. Link looks into the Morian's eyes. For a moment he sees burning white. Then the whole world goes a deep, poisonous green.

GAME OVER!



The blue arrow feels cold and heavy in Link's hand. It possesses no magic, but Link knows he must defeat Charles fairly. Besides, Link's good name would be ruined if he resorted to magic.

But Charles's shot was nearly perfect. Fingers shaking, Link steps up to the line.

"Link!" a man yells. "You can do it!"

"Bullseye, Link!" cries another.

Link feels his heart pumping. The crowd is behind him. He can't let them down. He squints toward the bullseye. It is a mere black pinpoint on the other side of the room.

"Quiet, please!" the king says.

The room is still. Link draws his bow, willing his hand to stop shaking. The string is as far back as it can go. He raises his arm a bit higher, then lets go.

The blue arrow shoots across the room.

Thunk!

The crowd surrounds the target. The head

judge fights them off and the king approaches with Link and Charles close behind. Then there is a gasp. The crowd clears away, revealing the target.

Link's arrow is a hair to the left of the bulls-eye!

"Good shot," Charles says to Link.

Link just shakes his head.

"Charles is the winner," calls the king. "In second place: Link."

Impa taps Link on the shoulder. "I told you to use my magic arrow," she says.

"I thought I could win fairly," Link moans.

Impa glances at Charles, now shaking hands with the king. "Magic is strong within that man," she whispers.

Link nods. "I agree. The question is: is his magic good or evil?"

*****Link gets 100 points for coming in second in the archery contest.*****

Turn to page 22.



Link looks after Impa. She has always been a faithful friend, and her advice is usually good. The green arrow feels cool in his palm, radiating an indefinable power. Maybe it even has the power to save the day.

Confidently, Link steps up to the line. He glances at Charles.

"Nice shot," he says. "But you were a micro-inch off from an exact bullseye. Now, observe a master marksman."

"I hate it when you brag, Link," Zelda grumbles.

Link winks at Zelda and faces the target. The crowd quiets and leans forward anxiously. Link squares his legs, nocks his arrow, squints, and fires.

The arrow pierces the air like a mighty rocket and soars toward the target. Halfway down the hall Link thinks he sees it wobble. Then it lands with a loud thunk.

But where?

"It's way off the bullseye!" someone near the target cries.

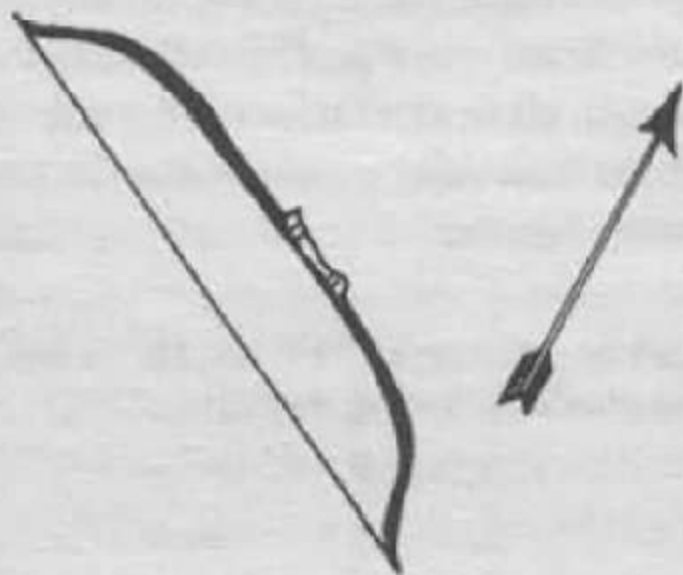
"The winner is Charles of Moria!" the king proclaims.

Link feels his heart drop. He looks at Impa. "What happened?"

The old woman shakes her head. "That arrow I gave you was magic. Some powerful force must have thrown it off."

"Hmm," Link says grimly. He stares at Charles. "The more I see of Sir Charles, the more I wonder what he's really up to."

Turn to page 22.





Link decides to stay in the tree. He watches as Charles converses with a few of the shadowy figures. To his frustration, though, he can't hear a word.

Soon the shadowy figures disappear into the woods again. Charles heads for the castle and Link drops to the forest floor. But as he does, his tunic snags on a branch.

R-r-r-iipp! goes his left pocket.

"My stuff!" Link cries.

Dropping to his hands and knees, he searches the ground for the contents of his pocket. In the dark, though, all he can find are a few rubies, buried in the mud. After a while he gives up and heads home, dejected.

*****If Link had the clock, it's gone, but he gets 100 points for finding the rubies.*****

Turn to page 104.



The king leads Charles and Zelda out of the banquet hall. Link follows discreetly, trying to act natural.

The king hurries up a spiral staircase, walks down a long corridor, turns through a thick oak door, goes left, then heads down another staircase. Finally he stops at an ornate brass door.

"Here we are," he announces.

Link stands in the shadows, frowning. The king opens the door. A brilliant beam of light pierces the gloom of the hallway.

"Come in," the king urges.

The Triforce room is stunning. The walls are coated with glittering gems—diamonds, emeralds, and jade, all set in elaborate designs. The floor is pure white marble. A golden chandelier hangs from the ceiling.

"Wow!" Charles gasps.

The king turns to the Triforce. The milky-white triangle sits under a glass dome. Daz-

zing rays of light fly off it and dance on the ceiling.

"The Triforce of Wisdom," the king says.

Charles reverently steps forward.

"There are three Triforces, all pieces of the one original Triforce," Zelda explains. "The Triforce of Power is in the clutches of the evil wizard Ganon. And they say that the Triforce of Courage is buried deep in Link's heart."

"If this Triforce were to fall into the wrong hands . . ." the king joins in. He shakes his head. "Ruination for Hyrule!"

"My goodness," Charles says. "You can be sure I'll fight to the death to protect the Triforce. I take a Morian oath."

"Wonderful! I hereby dub you a knight of the Triforce," says the king, beaming.

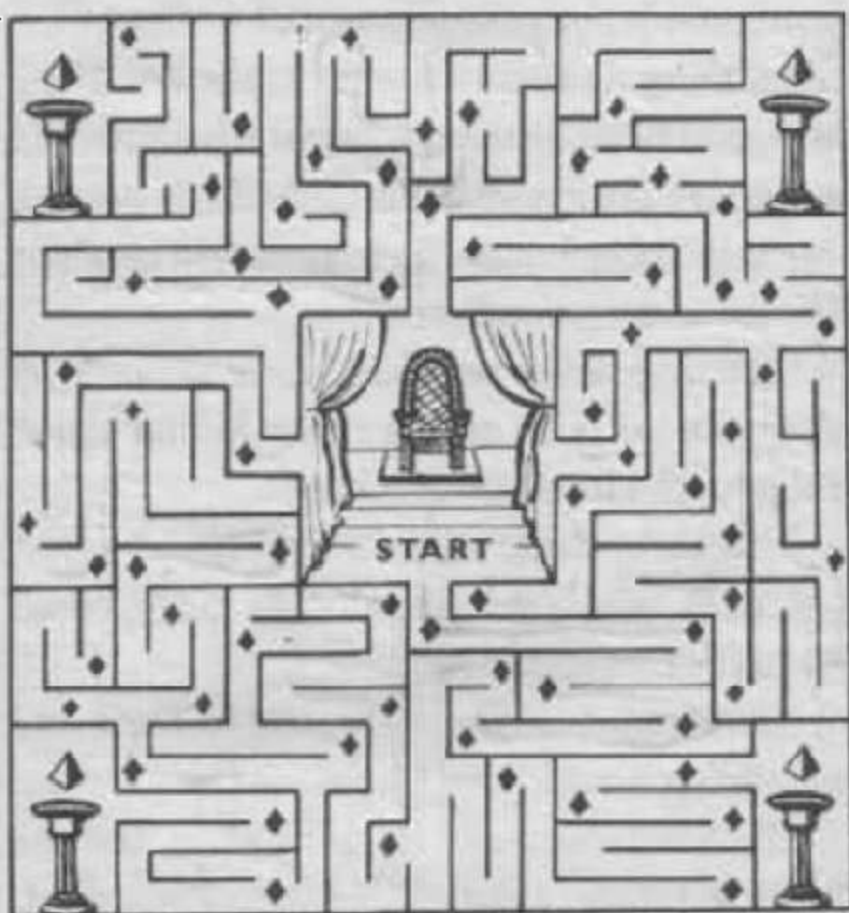
Link shudders. Patience is a virtue, but how far does it go?

Solve this puzzle to help Link decide what to do.

- There are false Triforce rooms located in North Castle, as well as the true Triforce room where the Triforce of Wisdom is hidden. The path from the throne room to the true Triforce room passes over exactly ten diamonds. The king has led his

party to one of the rooms on the map below.

- If one of these four rooms is the true Triforce room, Link decides to keep quiet.
- If all four rooms are false Triforce rooms, he decides to say something to the king.



**If decides to say something to the king now,
turn to page 98.**

**If you think Link should keep quiet,
turn to page 88.**



Scuttling down the dreary tunnel, waving back and forth as though blown by a powerful wind, are six skeletal Stalfos. Each holds a sword in either hand. Their hysterical laughter fills the underground space.

"The map has to be a fake," Link says. "Why else would it be in such an easy hiding place? Follow me! I'll get us out of here!"

"But Link!" Zelda cries. "Maybe it's—"

It's too late. Link has already disappeared down the nearest tunnel.

"Let's go." Charles grabs Zelda's hand and they follow along.

The Stalfos pursue. Running blind, the trio turns left down another corridor. Then right. Then right again. Link's heart is pounding. The tunnels get darker and darker. The wild Stalfos are louder and louder.

"Link!" Zelda cries. "Where are you taking us?"

"I know what I'm doing!"

Link turns left, then right again. The tunnel is heading down now. Suddenly Link trips over a rock. Zelda and Charles sprawl over him. "Ow!" he yells as someone's knee catches him in the stomach.

Then Link looks up to see the pale bones of the Stalfos whipping toward them.

"Oh, Link!" Zelda cries. "You picked the wrong path. We're done for!"

GAME OVER!





The entrants line up along one wall. Link takes his place at the end of the line. The crowd cheers on the archers.

The king calls, "Let the match begin!" To the blare of trumpets, a tall, bearded man steps forward and faces the target, bow up.

Whizz . . . thunk!

The arrow pierces the target near the bulls-eye. The bearded man beams.

And so it goes, each knight taking only one shot. The target is tiny and the room long. Though many of the archers come close, none hits the bullseye exactly. His heart pounding, Link impatiently awaits his turn.

"Sir Charles of the kingdom of Moria!" the king announces.

Charles steps forward. Then he pauses.

"Zelda?" he asks. "Will you hold my scarf for luck? It's a Morian custom."

Zelda smiles. "Of course."

"Yuck," Link mumbles.

The crowd noise falls to a soft murmur as Charles raises his mighty bow. He nocks an arrow to the string, squints and lets fly.

Zzzfft!

"Bullseye!" the king cries.

The spectators cheer. Charles shrugs modestly as the king pumps his hand.

"Beautiful shot!" the king exults.

"Well," Charles says. "I do my best."

Link frowns. Unless he can defeat Charles, his reputation as Hyrule's mightiest warrior will be endangered. He glances over his sheaf of arrows. Which should he choose?

Before he can make up his mind, a bent old woman in a black dress hobbles toward him. It's Zelda's nurse, Impa.

"Link," she says. "Use this." She shoves a green arrow into his hand.

"Why?" Link asks.

Impa pinches Link's cheek. "Magic," she says and disappears back into the crowd.

"Link!" the king says. "You're next!"

**Solve this puzzle for a clue to which arrow
Link should use:**

• In the word search are hidden the names of many of the people, creatures and places Link has encountered so far in this adventure. Words go forward, backward, diagonally, up and down. Circle each word as you find it. The leftover letters spell out the color of the arrow most likely to bring Link harm.



A	B	L	U	E	T	S
D	K	N	U	R	E	D
L	M	O	B	L	I	N
E	L	U	R	Y	H	E
Z	R	A	P	M	I	E
A	H	K	I	N	G	R
C	D	L	I	N	K	G



If Link has the red Darknut arrow and you think he should use it, turn to page 116.

If you think Link should choose Impa's green arrow, turn to page 74.

If you think Link should choose his usual blue arrow, turn to page 72.



“Forthwith. That means now. Well, good, because I can’t keep quiet any longer,” Link fumes. He charges up to Zelda and the king. “So we meet a guy who can kill octoroks and win archery matches with a lucky shot. That’s no reason to start handing over state secrets. I don’t trust this guy one inch!”

The king raises his hand. “Silence!”

For the first time in many years he glares at Link. “Charles is the future king of a sister nation. I will not hear him insulted.”

Link stares sulkily at his feet. The king’s words resound down the quiet banquet hall. There is an awkward pause.

“But you don’t even know if you can trust this guy—” he begins at last.

“I do!” the king booms. “Listen, boy. You must learn to share the glory. It’s about time you realized there are other heroes in the world—some as fine as yourself.”

Link's chest goes tight.

"Father's right," Zelda says. "Now, apologize to Charles before we show him the Triforce."

"Apologize!" Link cries, outraged.

"A fine idea!" the king agrees. "Link?"

The room is quiet. Shuffling his feet, Link mumbles, "I apologize, Sir Charles."

"I accept, Link," Charles says, extending his hand.

Link looks up and gives his rival's hand a quick squeeze. Dowser takes the opportunity to sink his teeth into Charles's ankle.

"Someone get that dog out of here," the king says. "Now let's go to the Triforce!"

*****Link loses 100 points for publicly
insulting Charles.*****

Turn to page 77.



With a great effort, Link manages to hold his tongue. He hurries off to find Impa and tell her the terrible news. "The king is trusting that weasel Charles with the safety of the Triforce!" he cries.

"Hmm. If Charles is really up to no good, this means trouble," the old woman says. "There's only one thing to do. You must hold Charles up to the Mirror of Truth. Then we'll see his true self."

"The Mirror of Truth?" Link repeats. "What a wonderful, simple idea. Why didn't I think of it?" He hugs Impa. "You're great! So tell me, where is this mirror?"

Impa looks a little embarrassed. "Yes, well, there's the catch. No one knows."

"What?" Link demands, aghast.

"Well, things do get lost." Impa sounds a little touchy. "I hear it was last seen in Saria Town. You might start looking there."

"Start looking?" Link cries. He slumps

against the wall in despair. "I don't have time to search Hyrule for this thing. The longer I'm gone, the more chance Charles has to work mischief here in North Castle."

"We still don't know if he's evil," Impa reminds Link, waving a bony finger. "I say go to Saria and search for the Mirror of Truth! Leave first thing in the morning. And if you run into any friends of mine along the way, trust them." She pulls a golden whistle on a chain out of her apron pocket and hands it to Link. "Here. This may help in a tight spot."

Link absent-mindedly hangs the whistle around his neck. "Gee, Impa, I don't know. The idea of leaving Charles alone with the king and Zelda gives me the creeps."

*****Link now has the golden whistle.*****

**If you think Link should go to Saria,
turn to page 111.**

**If you think Link should stay at North Castle,
turn to page 105.**





"Black magic has gotten me into trouble too many times in the past," Link says. He waves his sword through the air. *"I'll stick with this!"*

Screaming crazily, the left-hand group of moblin rushes forward. Link looks above him and sees a hanging vine. Quickly, he jumps on Cloud's back, grabs the vine and swings onto a tree.

"Coward!" Link calls to Charles. "Fight me one on one like a man!"

"Like a man?" Charles says with a grin. "Does a little boy such as yourself even know what a man is?"

Those are fighting words! Link has had enough of being called a little boy. With a wild yell, he draws his sword and jumps into the center of the group of moblin and begins slashing.

Snip! Slash!

"Arrragh!" a moblin cries out.

"Later, dog-breath!" Link cries.

The enraged Link clears a path through the

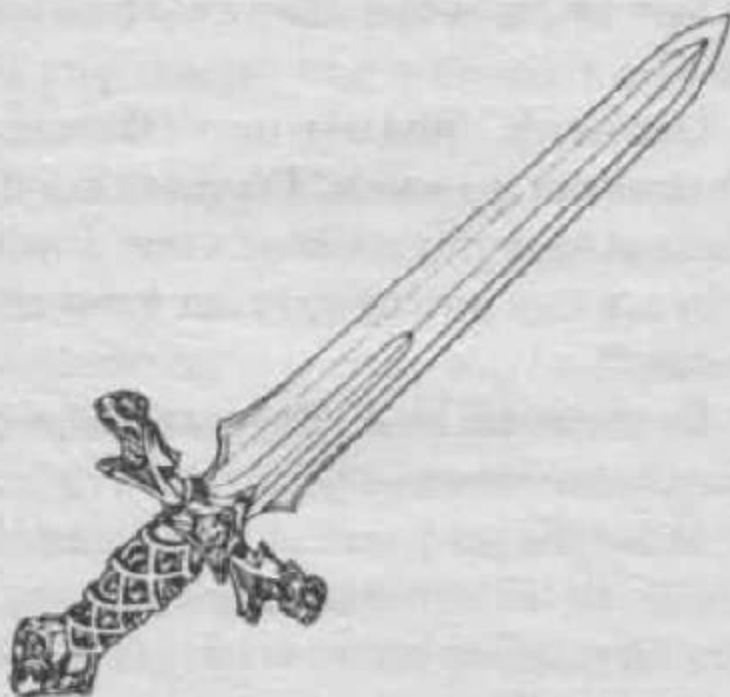
moblin, mowing them down in swathes.

But then three moblin throw themselves on Link from behind and grab his arms. Link kicks and claws, but he can't get free.

With an evil laugh Charles approaches Link. As he gets closer, his Charles-face begins to dissolve into mist. Soon Link is gazing into the hooded visage of the wizard Ganon.

"This game," Ganon croaks, "is over!"

GAME OVER!





As they make their way toward the palace, Link falls further and further behind his companions. He's thinking hard.

"A lot of weird things have happened since Charles showed up," he says. "First, there was the way those moblin just melted away when he told them to. The moblin outnumbered him by at least twenty to one. They could have beaten him."

Link scowls. "And then there's the matter of Darknuts in the woods. I've never heard of a Darknut appearing outside of a cave or a castle. Why are they turning up in our forest all of a sudden?"

He shakes his head. There are a lot of questions, but no answers—yet.

At last the group reaches the majestic North Castle. Its tall turrets gleam in the setting sun. The Hyrule flag waves briskly in the early evening breeze.

Dinner is just being served as Zelda, Link and Charles walk into the banquet hall. The king, an elderly man with a flowing white beard, sits at the far end of the enormous table in an ornate golden chair.

"So there you are," he says. "Link! Zelda! What took you so long?"

"Nothing serious, father," Zelda replies. "We got held up by a gang of moblin. And along the way, we bumped into this man. Meet Sir Charles of Moria."

The king calls for another chair and the three latecomers take their seats.

"What an interesting piece of jewelry," the king remarks, pointing to Charles's necklace. "Is it magic?"

"This old thing?" Charles says, with a flick of his hand. "No magic there. My great aunt gave it to me. It's a keepsake."

"Hmmm," the king says. "May I see it?"

"Begging your highness's pardon, I'd rather you didn't. According to Morian lore, I'm not supposed to take it off until I'm king. You see, it's an ancient legend . . ."

Before Charles can finish, Dowser, the court hound, runs into the banquet hall.

"Dowser!" Link cries.

The dog licks his face, then Zelda's. But when he comes to Charles he growls, showing teeth.

"Easy, boy," Zelda says with a laugh. "This is a new friend, Charles of Moria."

Dowser growls again. Then, suddenly, he lunges for Charles's throat! Zelda has to pull the dog back.

Charles laughs nervously, a protective hand at his throat. "Good doggy," he says.

Link's brow wrinkles. An idea is brewing in his mind. "Funny," he thinks. "Dowser is always nice to new people. I wonder what it is about this guy that he doesn't like? Could it be . . ."

Solve this puzzle to see what Link believes

Dowser doesn't like about Charles:

• Starting with the word "head," use the clues to change one letter at a time and form new words. The last word will tell you what upset Dowser so much.



- _____ The top part of your body.
_____ Something to do with books.
_____ A tall swamp grass.
_____ To smell very badly.
_____ A quick look.
_____ A bird bite.
_____ = LACE.

Turn to page 68.



Link draws his sword. "I'll go for the necklace," he thinks. "After all, what do I have to lose?"

"Attack!" Charles cries, and the moblin charge forward.

Link jumps to his feet on Cloud's back, does a somersault over the swarm of moblin and lands in front of Charles. With a neat chop he cuts the necklace in two.

Charles gasps, clutching his throat. "My necklace!" he cries. "My beautiful necklace!"

"What's the matter?" Link asks. "I think you look better without it."

Suddenly, Charles falls to his knees. The slaver moblin army falls silent and still, watching in horrified fascination.

Charles's handsome features begin to melt away, exposing a grinning, bare skull with staring white eyesockets. His muscular arms shrivel until his fine velvet clothes hang on him like laundry on the line.

"Ganon!" Link strides forward, sword up.

The evil wizard raises a clawed hand and Link suddenly feels as if he's under water. But Ganon's power isn't strong enough to stop Link from moving forward.

Ganon writhes in frustration. "I'll defeat you yet, Link!" he shrills. Then, with a chilling shriek, he vanishes into thin air. All that's left is a pile of velvet clothing, lying in a puddle.

When the moblin see their master vanish they panic, yowling and cursing as they scatter out of the clearing.

"And don't come back!" Link yells after them. Smiling, he sifts through Charles's clothes with his sword until he sees the tell-tale glint of the Triforce of Wisdom.

"Still in good shape," he says, picking it up and looking it over. "Though it could use a wash. It's covered with Ganon-grease."

Laughing, he mounts his faithful steed and heads back to North Castle.

****Link gets 500 points for defeating Ganon.****

Turn to page 16.



Link explodes. "Your majesty, with all due respect, have you lost your mind?" he cries. "We've only known this guy for one day! I don't like—"

The king wheels around. "Link, at this point I don't particularly care what you like. I'm fed up with your petty outbursts!"

"Outbursts?" Link says. "What do we really know about Charles? Nothing! And—"

"Enough!" the king thunders. "Link, I don't know what's gotten into you."

"The boy's just restless," Charles says helpfully. "He needs to work off steam."

"There's an idea," the king cries. "A little hard work will knock some sense into him. Link, I hereby make you my new tax collector. You leave for Saria Town first thing in the morning!"

Turn to page 111.



Link rushes through the door, past two startled guards. They're so dazed they don't even try to find out what's going on. They just stare stupidly.

"Link!"

He wheels around. It's Impa!

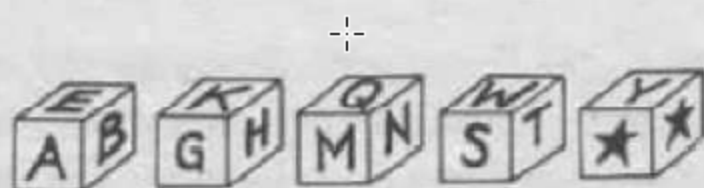
"This way, quickly!" she cries. Link follows the old woman down a dimly lit hall to her chambers.

"Listen," Impa says urgently. "The worst is true! I just used my rune dice to get a message—a message that gave me yet another clue to Charles's true identity!"

Solve this puzzle to read the message that Impa got from the rune dice:

- Each of the five rune dice has consecutive letters of the alphabet on it, one letter on each of its six faces.

- The picture below shows how the letters are arranged on the five dice. The letter on the left-hand face of each die is the first letter in the sequence.



- The next picture shows how the dice fell when Impa threw them. (She had to throw one die twice, because the message has six letters in it.)



Can you figure out what the letters on the bottom faces of the thrown dice are? Once you know those letters, you'll be able to read the message of the rune dice.



Turn to page 48.



“Charles of Moria will carry the Triforce of Wisdom to its new home,” the king announces.

A stunned Link bolts to his feet. “You’ve got to be kidding!”

“No, Link,” the king says. “I know that you’re disappointed, but . . .”

“Disappointed?” Link’s face is red with anger. “This is crazy! You’re going to entrust Charles with the Triforce of Wisdom? I mean, come on! Who carries the Triforce of Courage in his heart? Me—that’s who! Who knows the fastest, least dangerous way to the ancient Fifth Castle of Hyrule? Me, again!”

There is an uncomfortable silence around the table. Charles glances at the king, a slight, smug leer on his lips.

Link strides around the table. “Who beat Ganon’s forces in the Lost Desert of Hanman? Who personally defeated forty Vires, twenty Wall Masters, nine Wizzrobes, and fifty Lanmo-

las in a single battle? And anyway, Charles can't be trusted. He is evil!"

The room is in an uproar. The king raises his hand. "Silence! Link, you've made some very serious charges against Sir Charles. You'd better have proof to back up your words, young man!"

If Link has the Mirror of Truth, turn to page 14.

**If Link doesn't have the Mirror of Truth,
turn to page 62.**





Late that night, Link is back in his room at North Castle.

"What a day," he thinks, stretching.

He stands at the window for a moment, looking out. A quarter moon hangs over the North Castle woods. Link yawns, then climbs into bed for a good night's sleep.

Turn to page 42.



"I can't leave the castle on what may be a wild goose chase," Link decides. "I'll stay to keep an eye on Charles—and the Triforce."

Late that night, in the upper area of North Castle, Link hears footsteps. Looking behind him, he sees Charles and Zelda. They are moving quickly toward him; their voices echo up and down the hall. Link ducks into a shadowed doorway and pricks up his ears.

"Where are you going? It's almost midnight," Zelda says to Charles.

"In Moria we have an ancient custom," Charles begins.

"Here we go again with the ancient Morian customs," Link grumbles.

"He who is to be king must walk through the night and ask the night fairies to tell him the secrets of kingship," says Charles.

"Wow!" Zelda gushes. "I never knew there were night fairies."

"I can't believe she's buying that line," Link mutters to himself. "It's like she's under a stupidity spell."

Link stealthily follows Charles down the stairs. Moments later they're outside the castle, heading deep into the woods.

"Where in the world is he going?" Link thinks, brushing past creeper vines. He keeps his distance, but makes sure he can always hear the steady thud of Charles's boots moving swiftly into the forest.

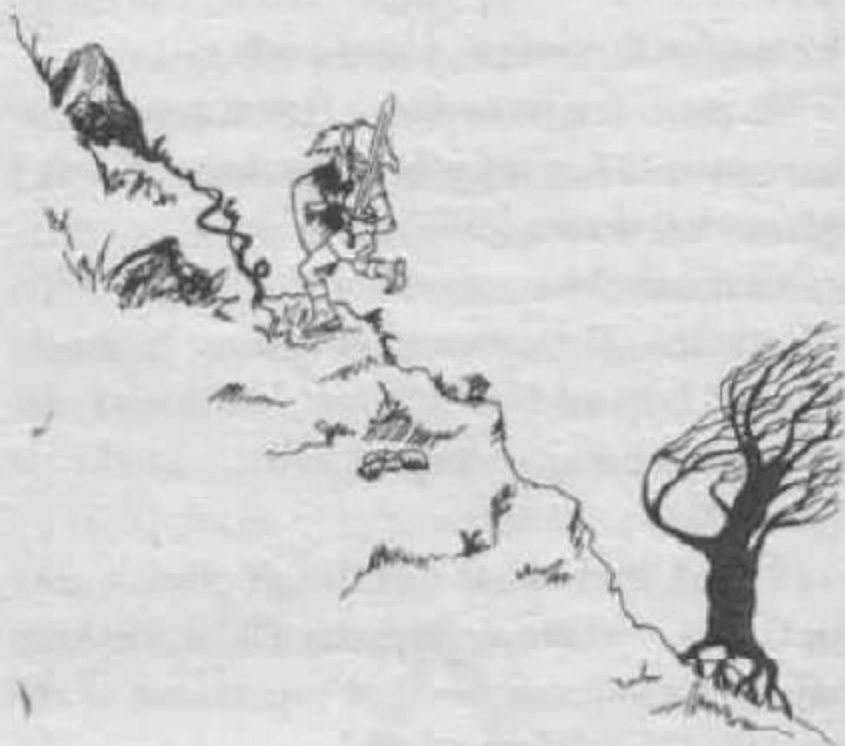
A chill wind blows. Suddenly the footsteps stop. Link peers past a line of trees and spots Charles, standing on a rock.

In a flash, Charles spins around, his eyes seeming to pierce the night. Link sees a tree and a boulder nearby. Which one should be his hiding place?

Solve this puzzle to help Link decide:

- Link wants to hide in whichever spot he can get to first. The tree is 180 feet away, while the boulder is only half that distance. But the boulder is up a steep hill, while the tree is downhill from where Link stands. Link can run downhill three times as fast as he can run uphill, but it

will take him 60 feet to get up to full speed. Until then, he can cover only one and a half times as much ground—running downhill as running up. Which can he reach first, the boulder or the tree?



If you think Link should duck behind the boulder, turn to page 50.

If you think Link should climb the tree, turn to page 18.



Clang! goes the door of Link's cell.

He paces the stone floor. "Impa says I have the means to free myself," he mutters. "If only I knew what she meant!"

Suddenly he remembers the little golden whistle the old nursemaid gave him. "She said it might help me in a tight spot," Link says. He pulls out the whistle from its hiding place inside his shirt.

"I don't know what this thing's powers are," he thinks. "Whatever happens, I'll have to keep my wits about me, and not repeat any of the mistakes I made in the past."

He takes a deep breath and blows.

Fweeeeet! The sound is piercing. Link's ears start to ring, and he has the dizzy feeling that the room is spinning around him. Dimly he notices that the whistle has burst to pieces in his hands. Then a black vortex closes in on him.

When Link comes to, he's standing in the Tri-

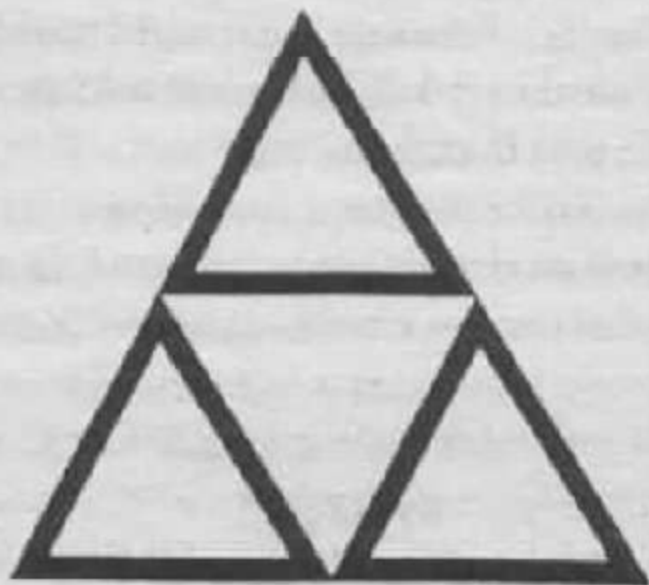
force room with the king, Charles and Zelda. He's feeling very addled. "Where am I? What's going on?" he mumbles.

The king is speaking to Charles. Shaking his head to clear it, Link tries to concentrate on what the monarch is saying.

"... I hereby dub you a knight of the Triforce," the king tells Charles, beaming.

"Oh, deja vu," groans Link. "I could swear this has happened before. I only wish I could remember what I'm supposed to do now. This is terrible!"

Turn to page 88.





"Forestall means wait," Link says.

"Though, frankly, patience has never been one of your virtues." Impa counsels him.

He sighs. "So I've been told. I just hope I won't be sorry for keeping quiet."

Impa beckons. "Follow me, Link."

In a hidden corner of the banquet hall, Impa shoves a clock into Link's hand. It's small, gold and ordinary looking, with black numerals and a knob sticking out of the top.

"Take this," she says. "You might need it."

"What does it do?" Link wants to know.

"No time to explain," Impa says. "Now hurry to the Triforce room. And keep your head screwed on straight! Any clue may help us find out what Charles is really up to!"

*****Link now has the clock.*****

Turn to page 77.



Link sighs. "All right," he says reluctantly. "I'll go to Saria."

The next morning he saddles his horse, Cloud, and rides out. His path leads south, through the Midoro Swamp, site of many of his most hair-raising adventures in the past.

As they near the swamp and damp ground sucks at Cloud's hoofs, Link begins to wonder if he should take this route. Midoro Swamp is thick with moblin, octoroks, goriyas and other evil creatures. Ordinarily he wouldn't mind the risk, but now he's on a mission.

"Hmm," he says. "Maybe I should bypass the swamp and go west, by Ruto Town. Of course, there's still Moruge Swamp to the south of Ruto, but that's safer than Midoro.

"On the other hand," he adds, frowning, "the detour will take more time. I want to finish this mission and get back to North Castle as soon as I can. What should I do?"

Link lets Cloud graze while he tries to decide what to do. His eyes wander to a nearby rock outcropping, then widen as they take in an odd mark in the weathered stone.

"A traveller's advisory," he says. "It must have been put there by one of the nomadic wise men of Hyrule. I know it'll give me good advice, if only I can remember how to read it. How does that old rhyme go?

Trace the path single and head toward the setting sun,

Trace the path double and the south is much more fun."

**Solve this puzzle to help Link decide
which way to go:**

• Can you trace all the lines of this figure in a single stroke, without taking your finger off the page and without going over any part of the line more than once? If you think it can be done, then send Link toward Ruto Town. If you don't think it can be done, send Link through the Midoro Swamp.



**If you think Link should take the short route
through the Midoro Swamp, turn to page 54.
If you think Link should take the Ruto detour,
turn to page 69.**



Link looks up as a tall, dark man jumps off a white horse. All the moblin freeze in their tracks, terrified. The one hovering over Link drops his knife.

"Begone!" the stranger commands.

The moblin seem in shock. Whimpering, they begin to slink out of the clearing.

"Hey, how did he do that?" Link wonders. "Moblin don't scare easily." He gazes at the stranger, awed.

Just then a brave moblin leaps at the stranger. But the man greets his flying body with a closed fist. Thunk! The beast sails across the clearing and crashes headlong into a tree on the far side.

"Wow!" Link gasps.

The other moblin have seen enough. The wood fills with shrieks and curses as they push and shove their way to a noisy retreat.

"Are you all right, son?" the man asks,

jumping off his horse and helping Link to his feet.

"Oh, I'm fine, thanks," Link replies. He's a little stung at being called son, especially since the stranger doesn't look that much older than himself. "I was just about to turn that moblin into a dog-kabob when you showed up," he adds defiantly. ✦

The stranger smiles. "I suppose that's why he was standing over you with a knife at your throat."

"But who's this?" he continues, spotting Zelda. He strides over, kneels at her side and cradles her head gently in his strong hands.

In a second, Zelda's eyes flutter open. A look of surprise passes over her face as the stranger gazes into her eyes. Then she shakes her head quickly, as if clearing cobwebs from her mind.

"Who . . . who are you?" she asks.

Turn to page 37.



"The Darknut arrow has powerful magic," Link thinks.

He pulls the red arrow from his sheaf and steps up to the line. His fingers are trembling. He realizes that the hidden powers of this particular arrow are unclear. He only hopes it will serve him well.

Link aims carefully, and the room hushes. Charles stands by, silently watching. With a steady hand, Link draws his bow and lets the arrow fly.

It soars straight and true. But halfway to the target, it spurts red smoke and curves toward the ceiling. The crowd gasps as the arrow twirls in sharp circles. Then it whisks back toward the shooting line, straight at Link.

"Duck!" the king cries.

Link dives out of the way, but the arrow follows him. He wheels around and leaps over a table. Zip, zip, zip! The arrow whizzes close behind.

"Link!" Zelda cries.

But it's too late. Link stumbles on a chair and hits the floor. He rolls over just as the arrow rockets toward him.

GAME OVER!





"I'd better go for help," Link decides. "Zelda shouldn't be moved until a doctor has looked at her head. Besides, I don't like the idea of bringing a total stranger to the palace. For all we know, this man could be one of Ganon's spies."

Link runs all the way to the palace. Not even pausing to catch his breath, he races to the infirmary and drags a doctor back to the forest, explaining as they go.

"Hurry it up!" Link says as the plump physician puffs along behind him. "Zelda keeps on fainting."

But when they dash into the clearing, Zelda is on her feet.

"Oh, Link," she says excitedly. "You should have seen Charles just now! Three Darknuts jumped out of the woods at us, all at once. I was too dizzy to help, but Charles beat one of them, and then the other two just ran away in fear! All they left behind was a bunch of rubies they

dropped. Charles a wizard with a sword."

The doctor eyes Sir Charles. "Nice work," he says admiringly.

Link tries not to feel too envious. "Doctor, see if Zelda's all right," he says.

"Oh, I'm fine," Zelda bubbles. "Really, Link, you worry too much."

The doctor examines Zelda's head, scratches his chin and looks at Link. "It's nothing, Link. Just a little bump. You got me to come all the way out here for this?"

"Let's all get home," Zelda says. "Charles has agreed to come for a visit. I can't wait to introduce him to my father."

Link frowns. "This is not my day," he mutters. Lingered behind to pick up the rubies that are scattered on the ground, he follows the others toward North Castle.

*****Link gets 100 points for the rubies.*****

Turn to page 92.



Link now rides through beautiful green pastures, down wide roads. Soon he sees the arched gate of Saria Town in the distance.

"Come on, girl," he says to Cloud. "We're almost there."

Cantering across a meadow and down a grassy lane, past a series of houses, soon Link is standing outside the gate. He knocks.

Bang! Bang! Bang!

The sound echoes, but no one answers.

"Hmmm," Link says. "No one home?"

He leans his shoulder against the door and tries to push the gate open. However, it won't budge.

"Well," he says, reaching into his pocket, "maybe this'll work."

If Link has the key, turn to page 57.

If Link has the magic potion, turn to page 51.

Triforce Tally

Circle each object as Zelda or Link picks it up.



Keep track of your total points here.

Every time you score points, add them to your total. Then at the end of your adventure, use this chart to find your T.P.R. (Triforce Protector Rating). How good an adventurer are you?

